

MARVEL
COMICS

HE'S GOT HIS POWERS BACK!

the AMAZING SPIDER-MAN

--BUT LOOK HOW MANY MO' FOES HE'S GOTTA FIGHT!

POWERLESS
PART THREE--OR IS IT
FOUR? OR WHO CARES?!

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BY THE
COMICS
CODE
AUTHORITY



--AND
WAIT TILL
YOU FIND OUT
WHO
REALLY BEHIND
ALL THIS!

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BITTEN BY A RADIOACTIVE SPIDER, STUDENT PETER PARKER GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNID! ARMED WITH HIS WONDROUS WEB-SHOOTERS, THE RELUCTANT SUPER HERO STRUGGLES WITH SINISTER SUPER-VILLAINS, MAKING ENDS MEET, AND MAINTAINING SOME SEMBLANCE OF A NORMAL LIFE!

Stan Lee PRESENTS: **THE AMAZING SPIDER-MAN**

MANHATTAN, LATE, AS
BLACK CAT LAID DOWN
THE LAW:

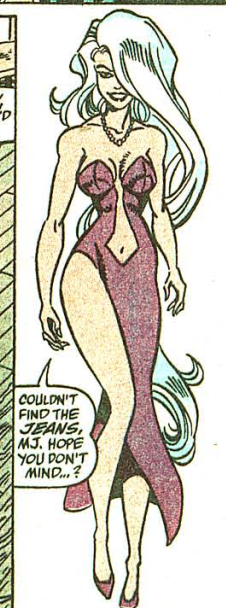
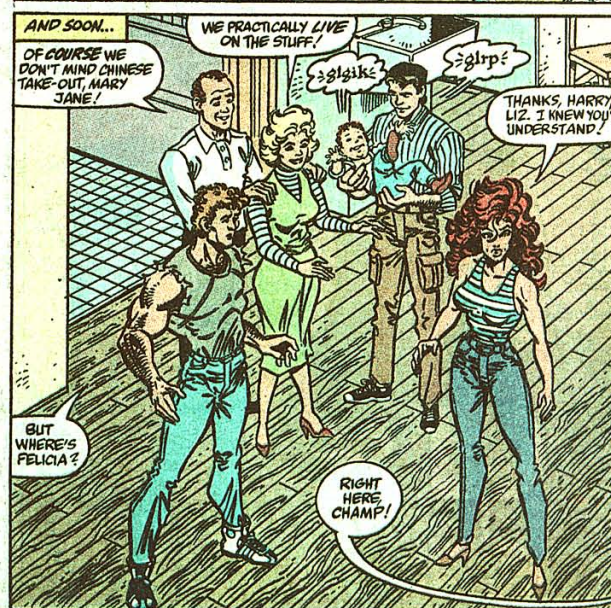
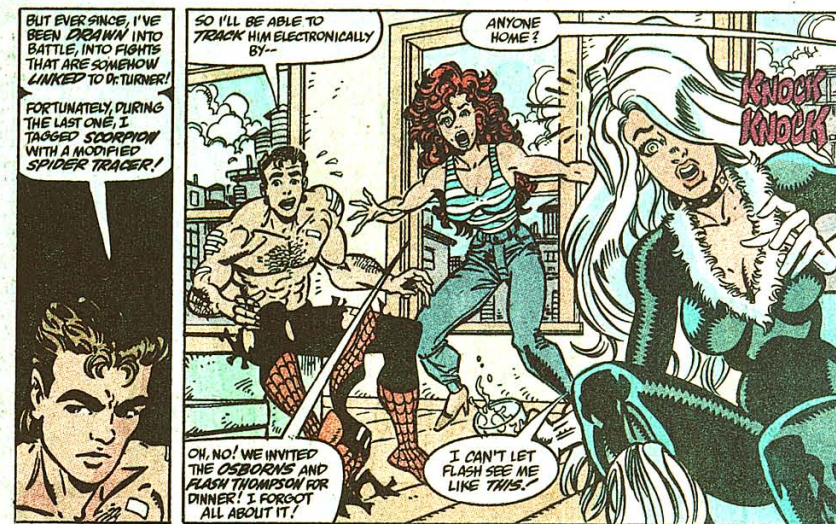
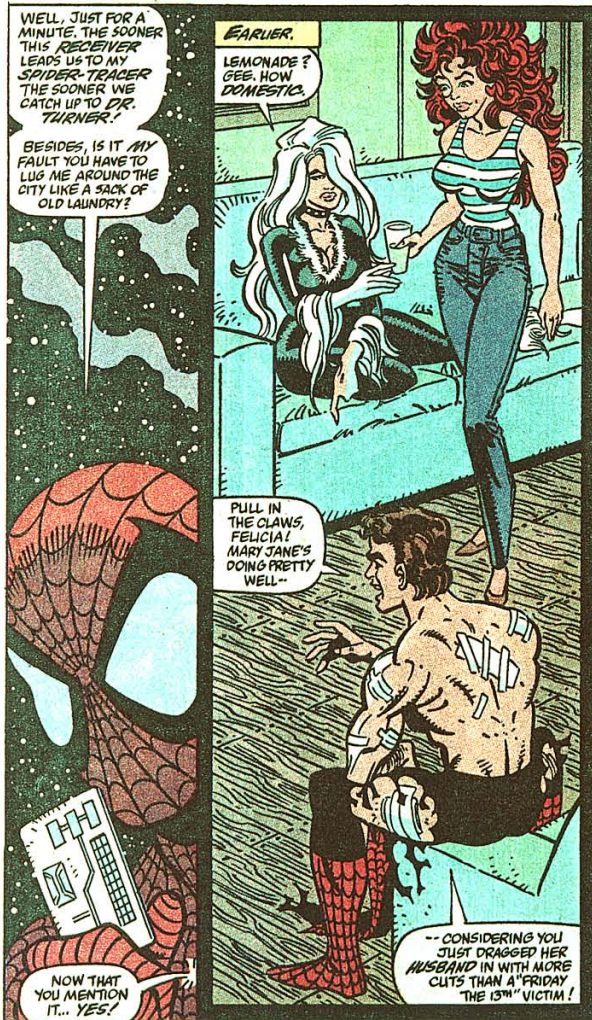
WAR GARDEN!

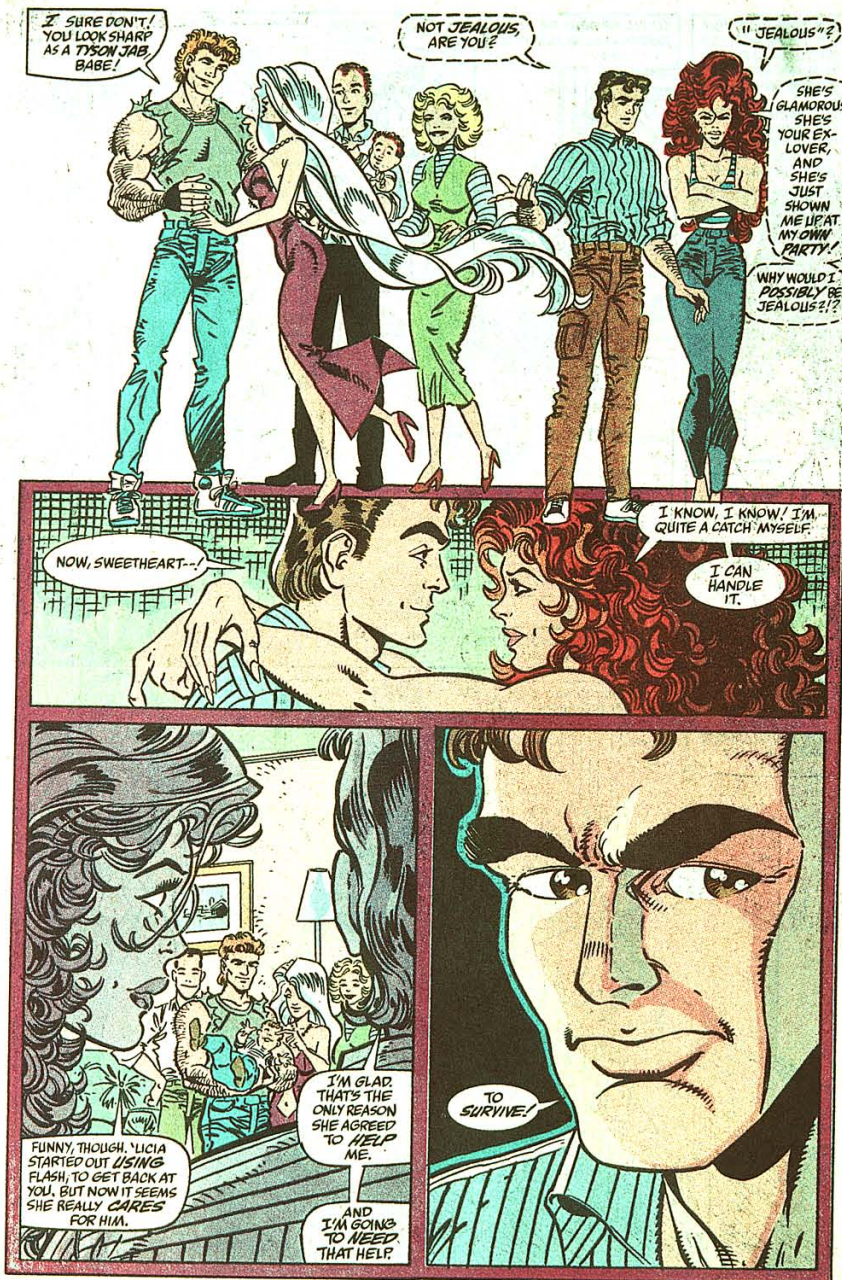
THAT DOES IT, SPIDER, STARTING TOMORROW...

--YOU GO ON A DIET.

DAVID ERIK RANDY RICK BOB JIM TOM
MICHELINIE LARSEN EMBERLIN PARKER SHAREN SALICRUP DeFALCO
writer penciler inker letterer colorist editor ed. in chief

THE AMAZING SPIDER-MAN, Vol. 1, No. 343, January, 1991. (ISSN # 0274-5232) Published by MARVEL COMICS, James E. Galt, President, Stan Lee, Publisher, Michael Kohn, Vice President, Publisher, 365 PARK AVENUE SOUTH, NEW YORK, N.Y. 10014. SECOND CLASS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. Published monthly. Copyright © 1991 by Marvel Entertainment Group, Inc. All rights reserved. Price \$1.00 per copy in the U.S. and \$1.25 in Canada. Subscription rate for 12 issues: \$12.00 U.S., \$17.00 Canada, and \$24.00 foreign. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. THE AMAZING SPIDER-MAN including all prominent characters featured in the issue and the distinctive likenesses thereof is a trademark of MARVEL ENTERTAINMENT GROUP INC. POSTMASTER: SEND ADDRESS CHANGES TO AMAZING SPIDER-MAN, c/o MARVEL COMICS, 9TH FLOOR, 365 PARK AVENUE SOUTH, NEW YORK, N.Y. 10014. Printed in the U.S.A.





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INTRODUCING WRATH OF THE BLACK MANTA

Crime and kidnapping have put a death grip on New York, Tokyo and Rio. A solitary figure strives to squelch the misguided dealings of a bunch of underhanded terrorists bent on kidnapping innocent kids. Only the Black Manta possesses the powers that can save them.

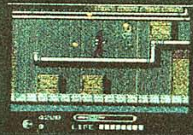
- Master the awesome power of ten magical, Ninpo martial arts
- Gather clues that allow you to track down El Toro, the evil drug lord
- Exterminate international terrorists
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Action!
Adventure!
Mystery!
Intrigue!

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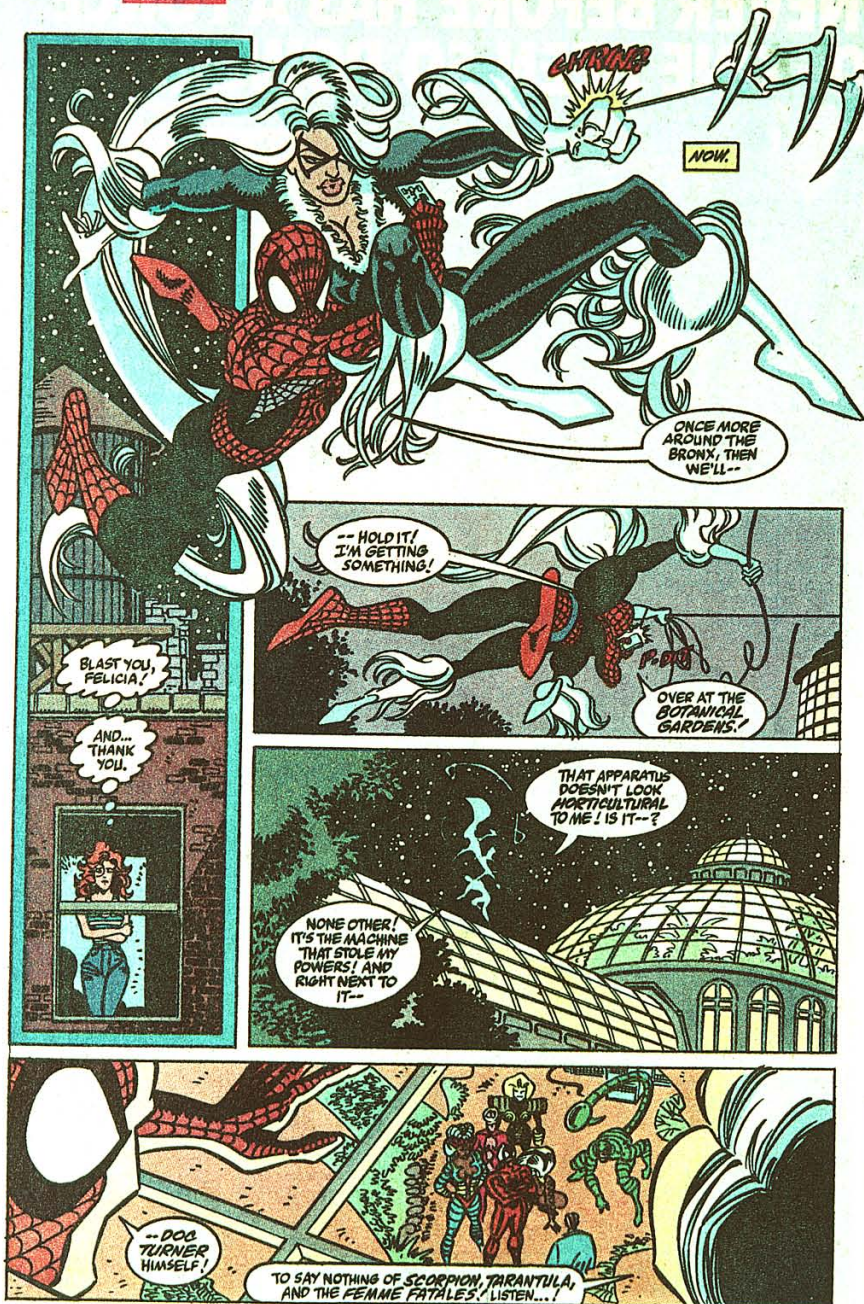


Rated 4 out of 5 for graphics and sound, challenge and theme/fun on the Power Player Meter!

Nintendo Power,
March/April 1990

267 West Esplanade, North Vancouver, B.C., Canada V7M 1A5. If you cannot find this product at your local retailer, Visa/MasterCard holders can order direct in the U.S. or Canada by calling toll-free 1-800-337-0015. Taito™, Taito Times™, The Only Game in Town™, Bubble Bobble®, Demon Sword™ and Wrath of the Black Manta™ are trademarks of Taito America Corporation. Taito © 1990. All rights reserved. Nintendo®, Nintendo Entertainment System®, Nintendo Power™ and Nintendo World Championships™ are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc.





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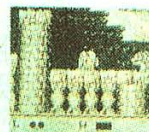
GRAPHICS SO REAL YOU'LL FORGET IT'S ONLY A GAME



Dazzling graphics and excellent sound bring a whole new dimension to the

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Prepare to do battle as Firebrand, the last Guardian Gargoyle of the Ghoul Realm. You must act quickly to defend your world against an invading army of Destroyers.



Fight your way through enemy forces to reach the dimensional portal that leads to your home world. Once there, the true nature of the quest begins.

The King of the Ghoul Realm has been kidnapped and it's up to you to save him. Blast the attackers with fiery breath as you fly through their defenses. Unravel the mysteries of this multilevel universe to succeed in conquering the Destroyers and freeing the captive King.

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• Advanced playability, highlighted with 360 degree scrolling.

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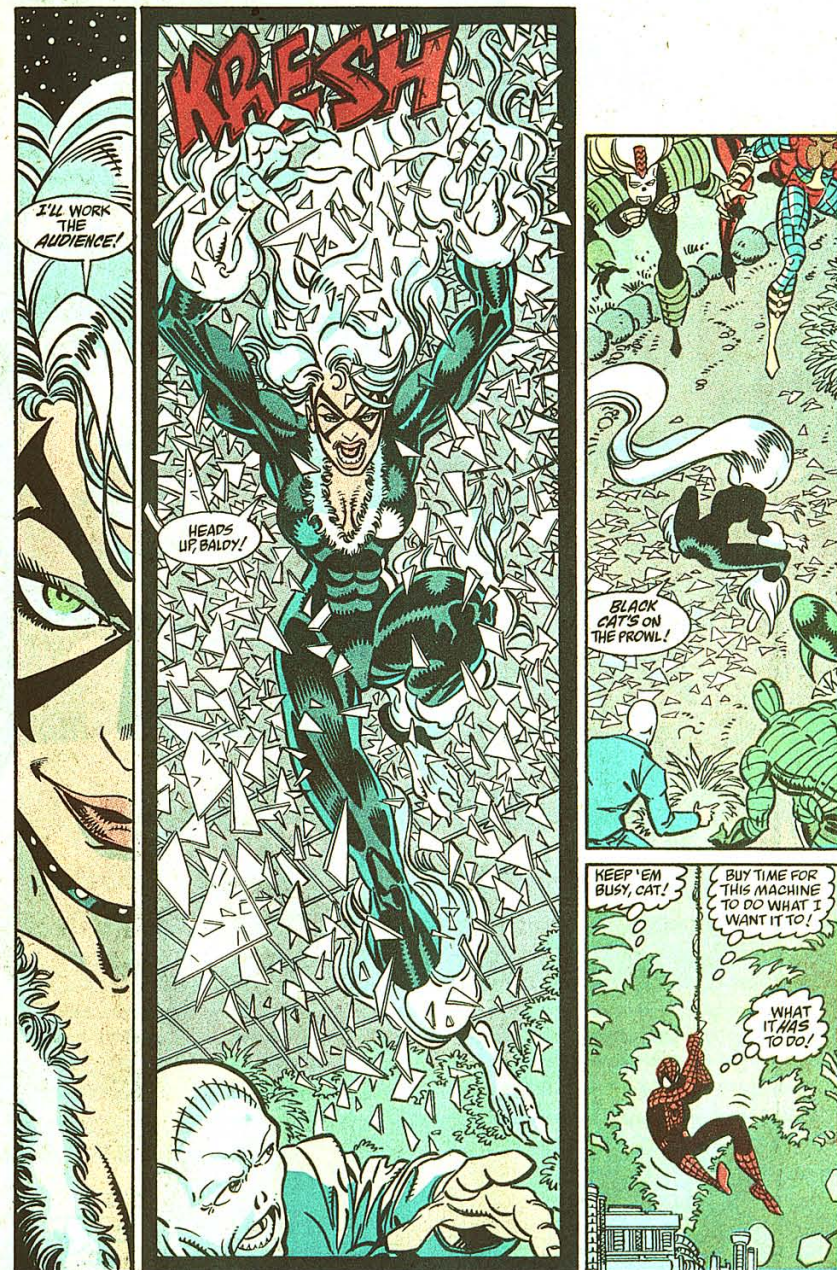
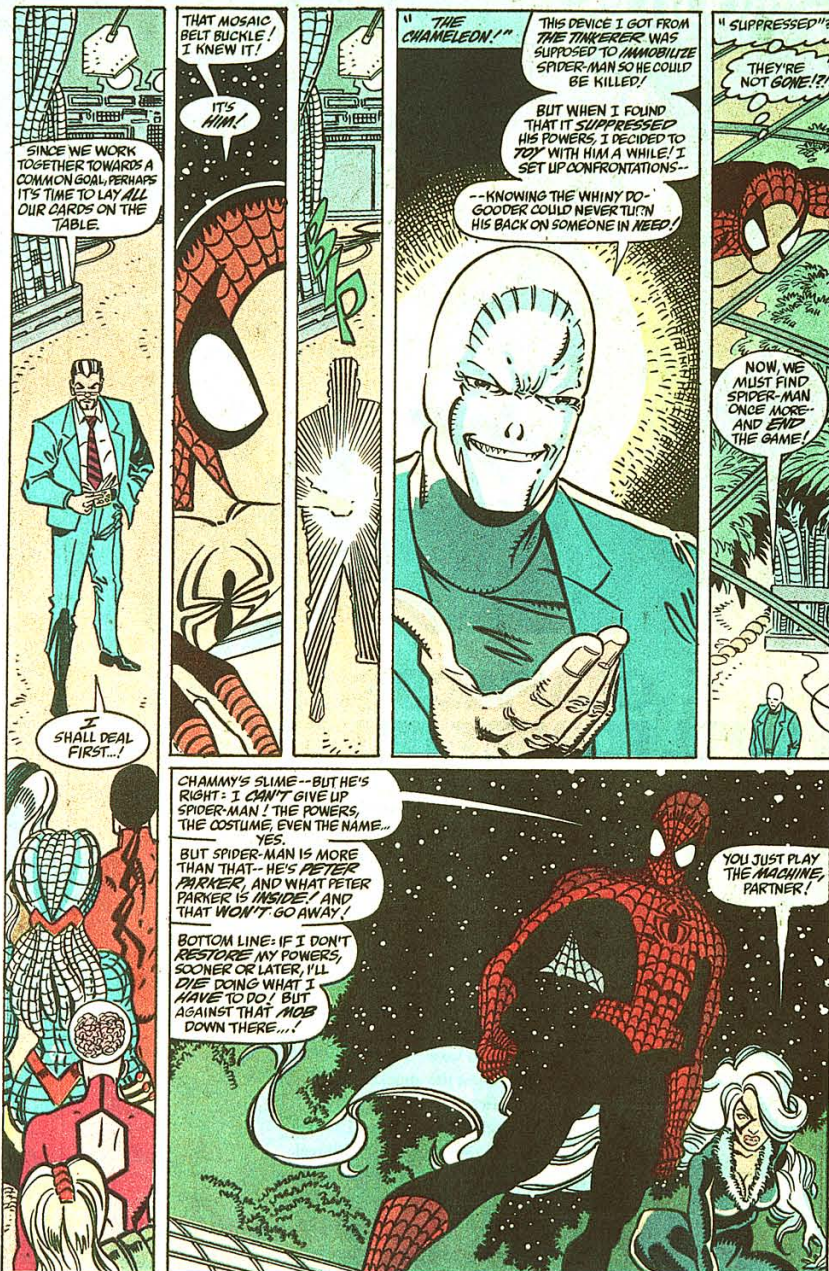


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Have a Monster of a Good Time.

Enter the DUNGEON!® game.

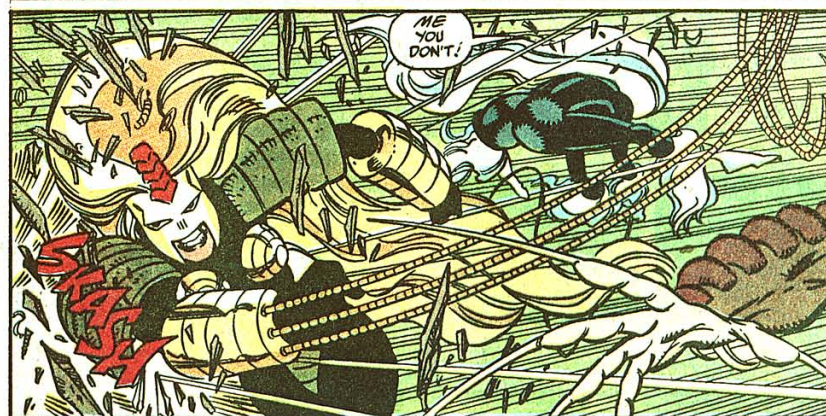
A romp 'em, stomp 'em, roaring good time of monster bashing, dungeon crawling and treasure collecting.

Explore the depths of the dungeon on your fantastic journey of mystery and suspense while you search for hidden treasure. Use your powers and skills to avoid secret traps and fearsome creatures. As a dwarf, elf, warrior, magician, cleric, or fighter on a perilous quest, you'll battle the forces of evil to find the treasure, win the game or... just survive.

Start your journey today. The DUNGEON!® board game can be found clinging to the shelves of a toy or hobby store in your neighborhood.



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Few live to finish this game.



Shoot fast, or Basher's fist will rearrange your face.



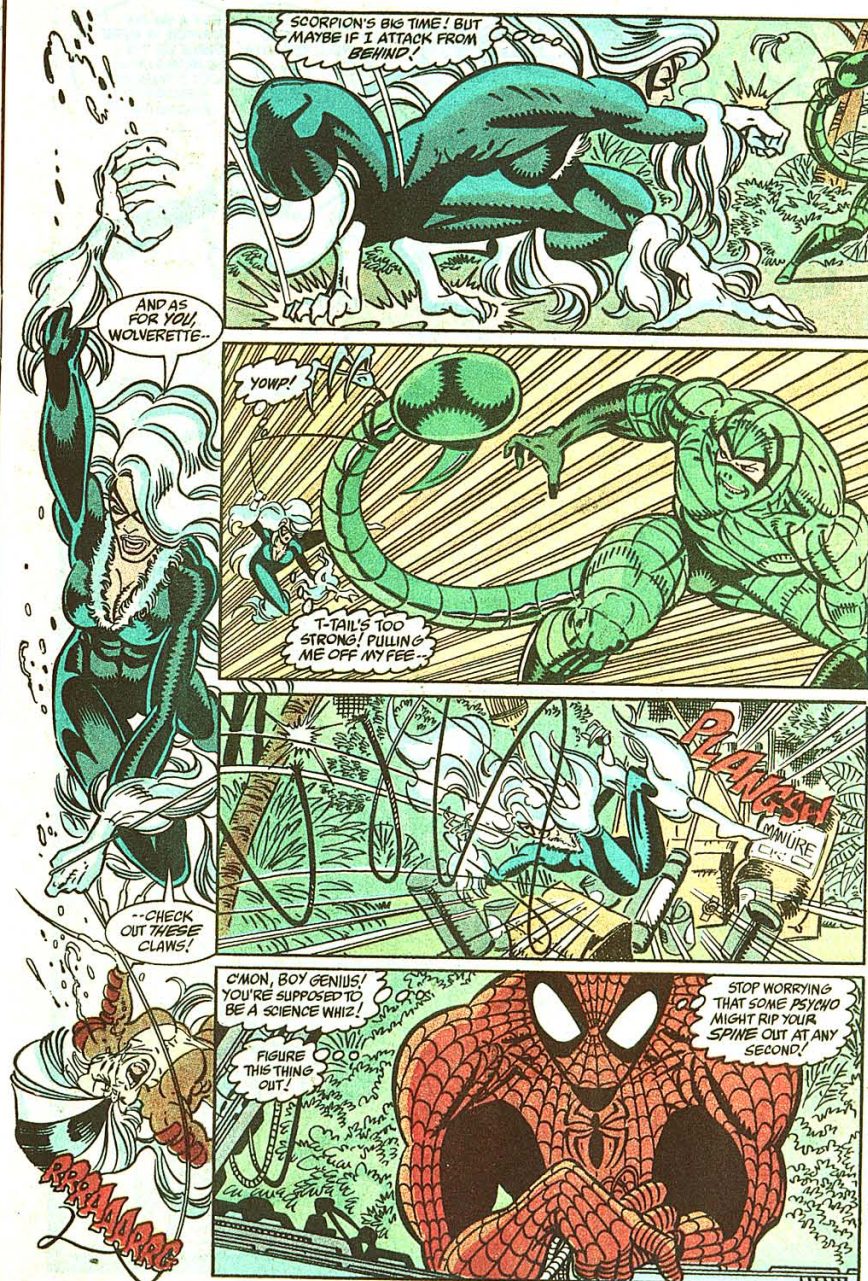
You'll face Androby the Hunter whose box is bigger than his bite.

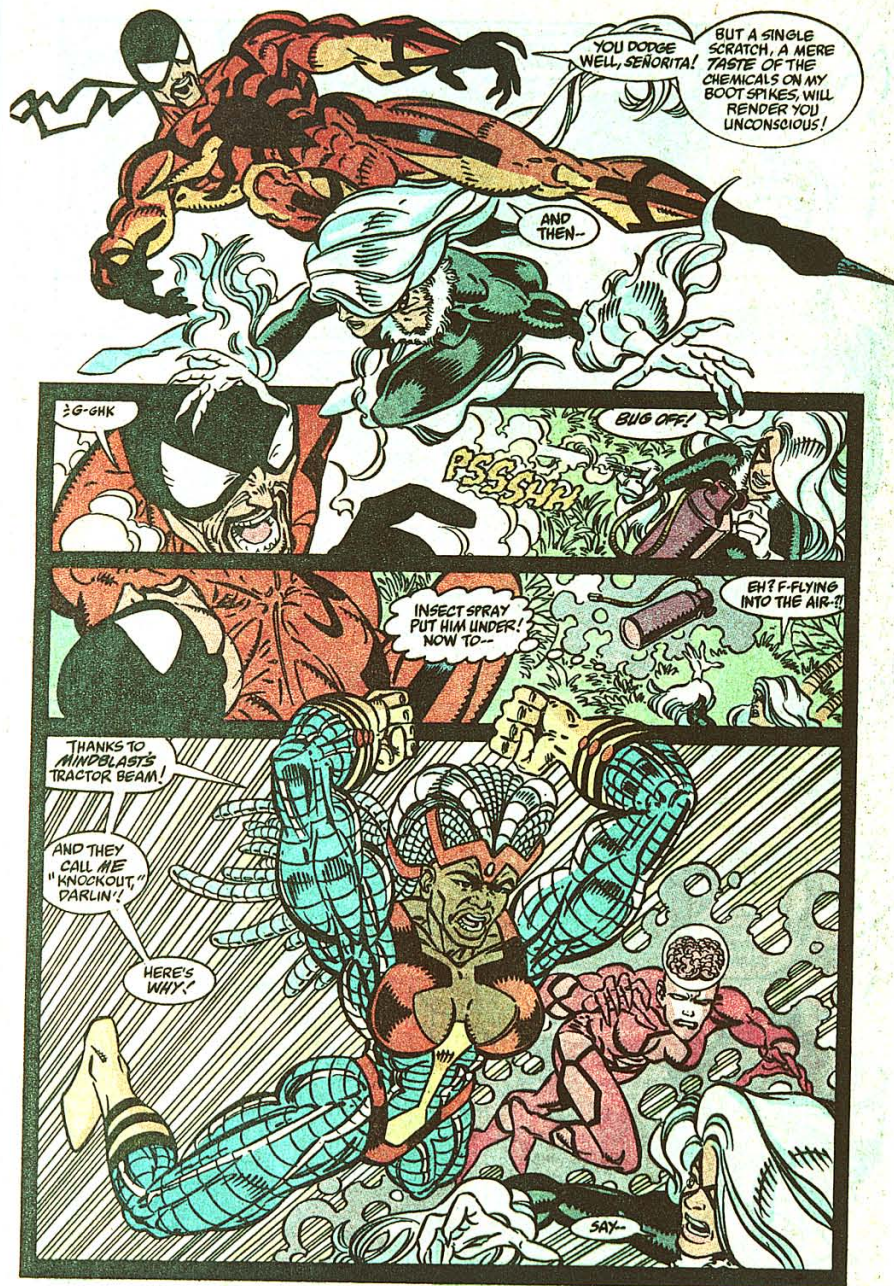
The whole thing started when you invented this radical formula that turns men into supermen. And someone stole it. You'll have to fight some very deadly interplanetary characters to get it back. And that's just for starters in Street Fighter, one of the toughest games for Nintendo ever. Play it today. You might even live to tell about it. Maybe.

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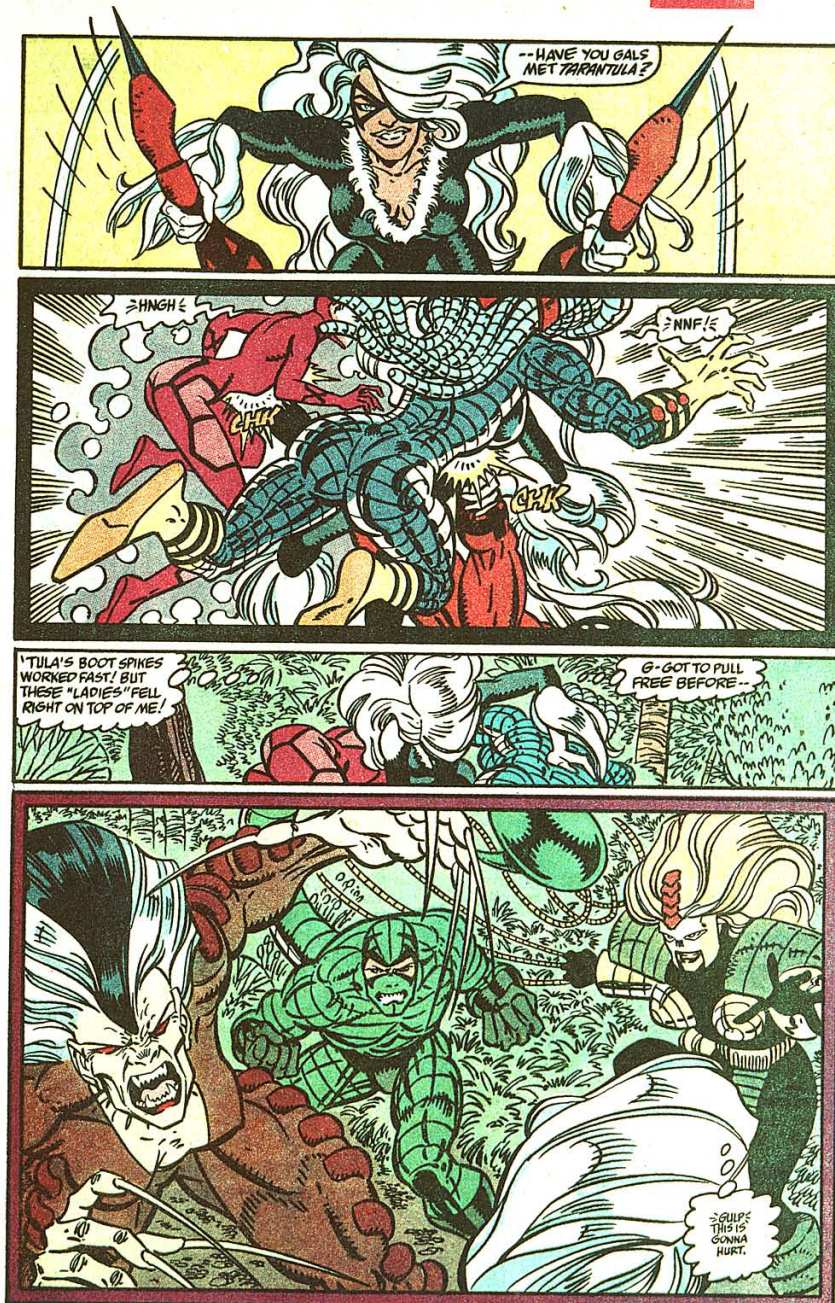
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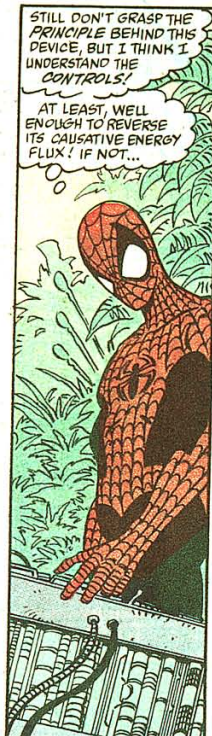




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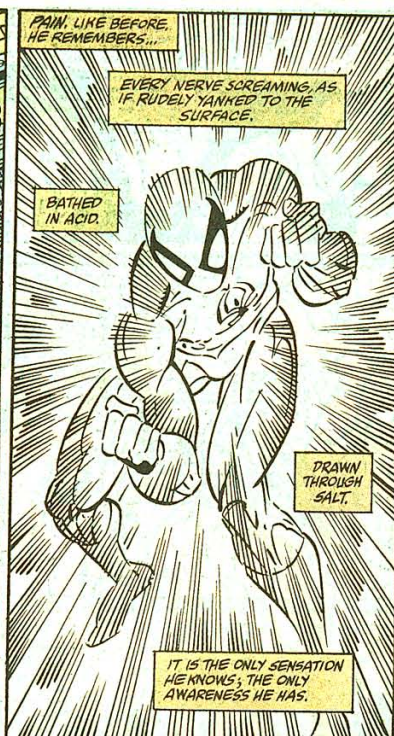
STILL DON'T GRASP THE PRINCIPLE BEHIND THIS DEVICE, BUT I THINK I UNDERSTAND THE CONTROLS!

AT LEAST, WE'LL ENOUGH TO REVERSE ITS CAUSATIVE ENERGY FLUX, IF NOT...



...I HOPE SHE'LL FORGIVE ME!

TAK



PAIN, LIKE BEFORE. HE REMEMBERS...

EVERY NERVE SCREAMING, AS IF RUDELY YANKED TO THE SURFACE.

BATHED IN ACID.

DRAWN THROUGH SALT.

IT IS THE ONLY SENSATION HE KNOWS; THE ONLY AWARENESS HE HAS.



UNTIL AN ODD, FAMILIAR TINGLING INTRUDES.

SPIDER-SENSE! TH-THAT MEANS I'M--

SPIDER-SENSE?



Whoop!!?

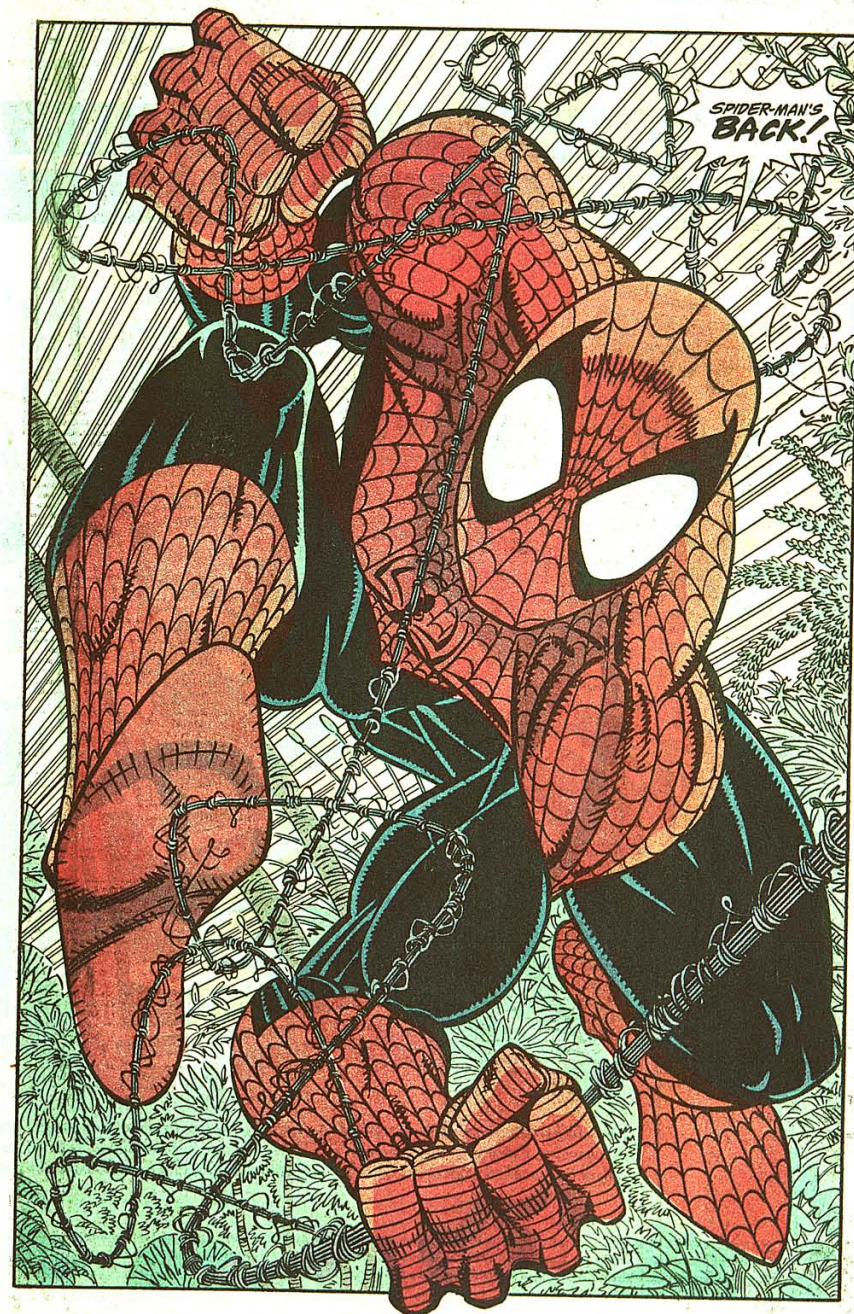
CAT!!

A-AT LEAST... THEY DIDN'T BREAK... MY NOSE!



GO... G-GET 'EM... SPIDER!

COUNT ON IT, LADY!



SPIDER-MAN'S BACK!

THEY ZAP, VANQUISH, VAPORIZE AND LIQUEFY EVERY OTHER TRADING CARD ON EARTH.



162 trading cards and not one of them a wimp. Every single card an original, action-packed work of art. That's

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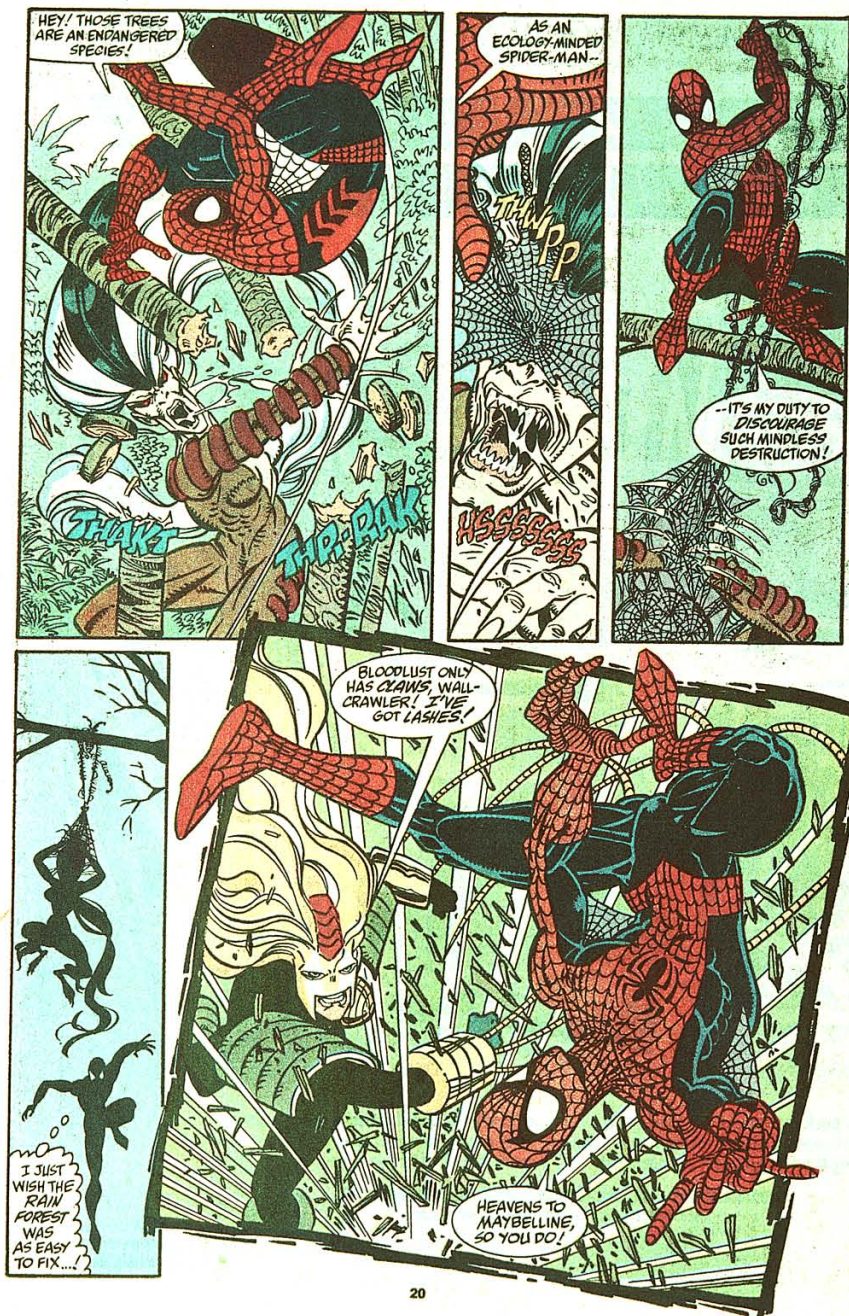
every pack you have a chance to get a limited-edition Marvel hologram card. Be among the first to collect the premiere

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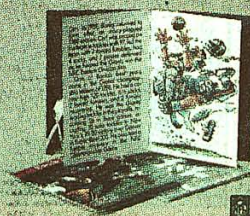
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The Official Marvel Super Heroes Trading Cards.™

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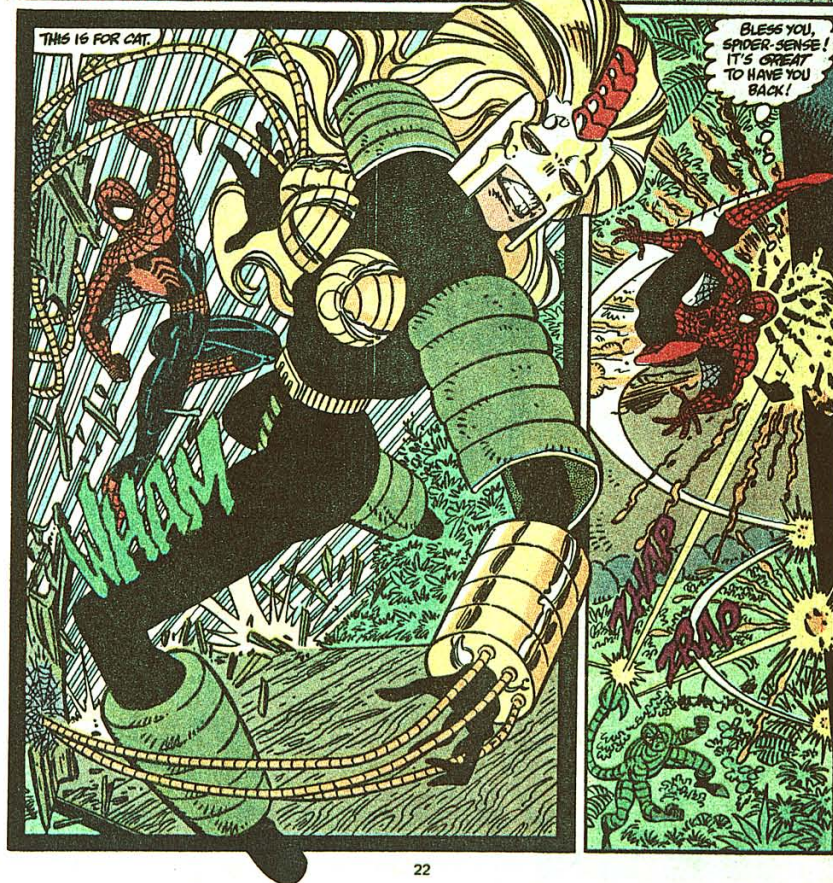
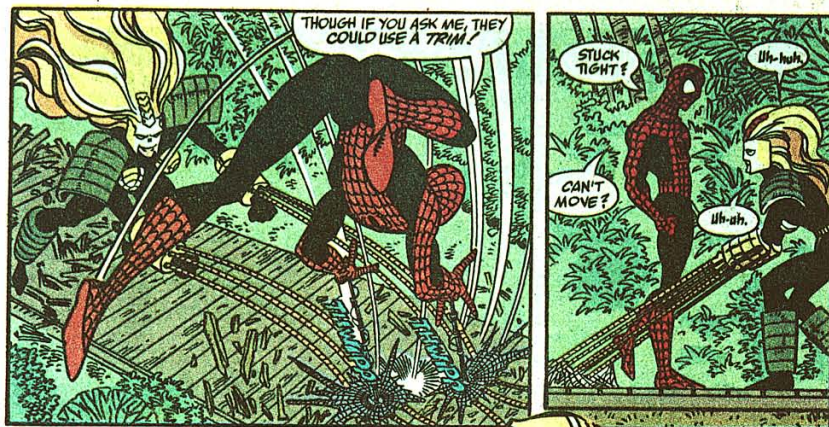


To know these guys
any better, you'd have to
make the team.

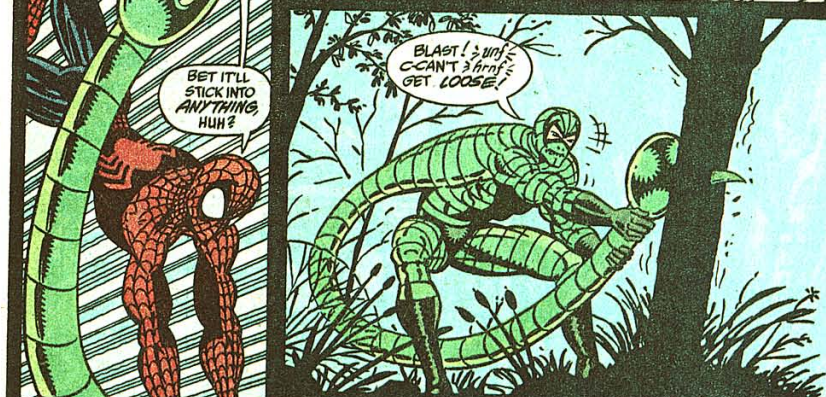


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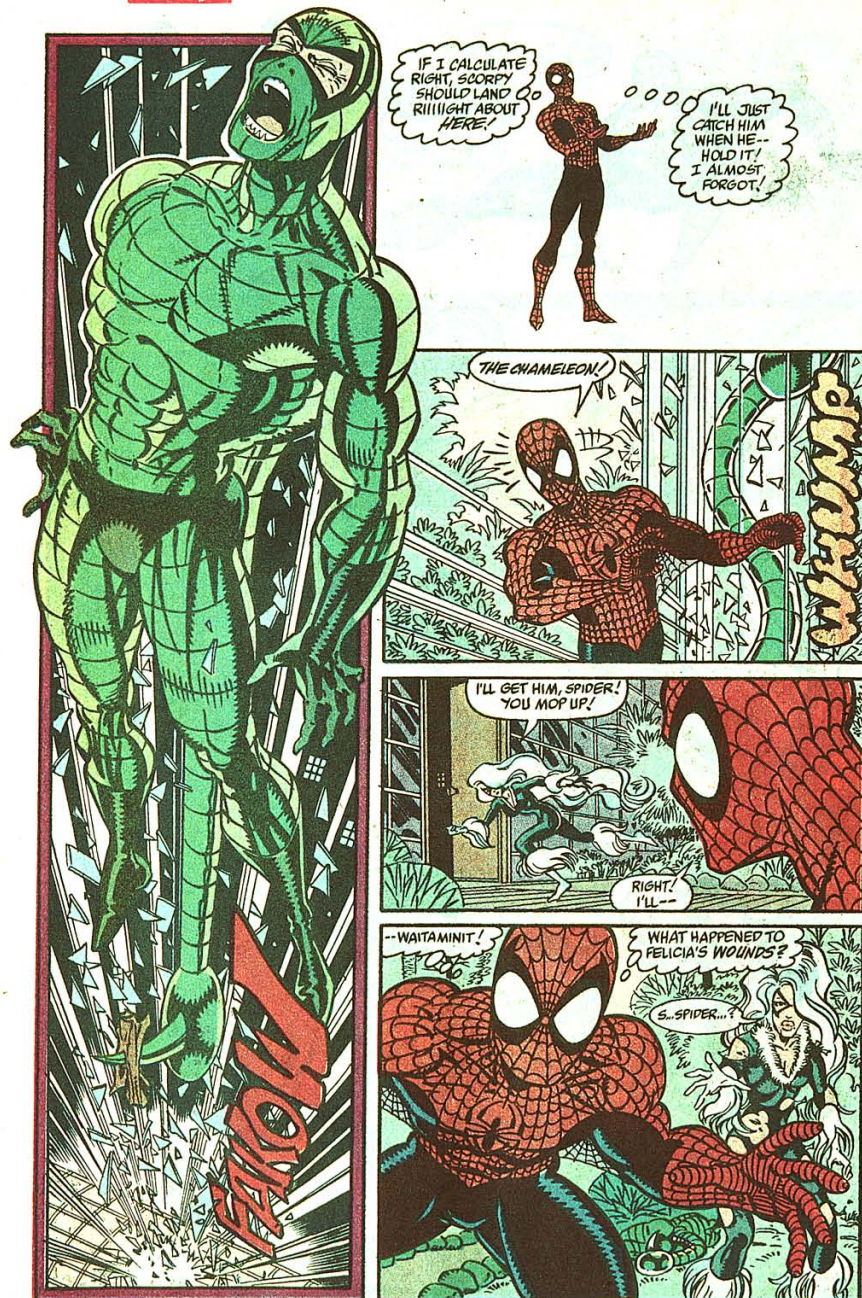
Collect-A-Books



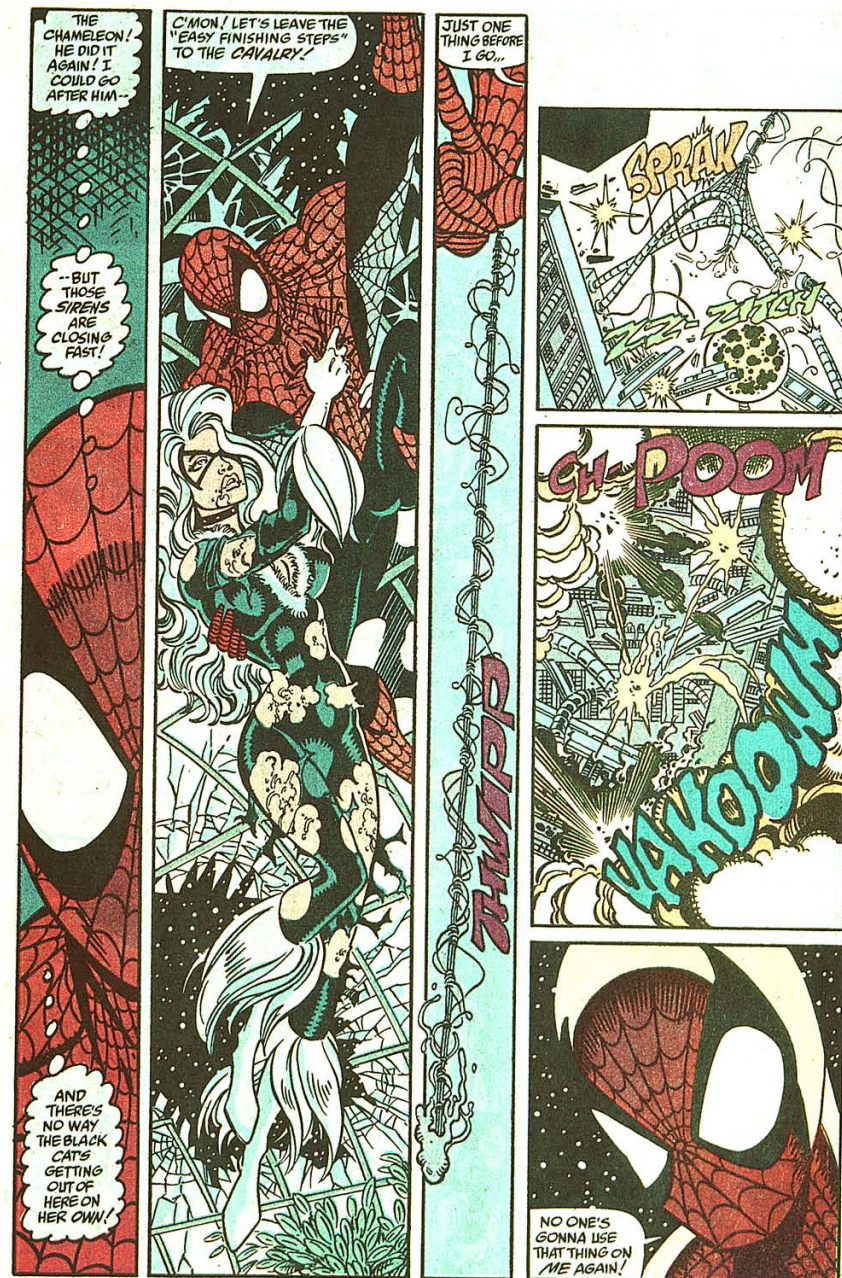
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MOMENTS LATER, AFTER THE "CAVALRY" HAS INDEED TAKEN OVER...

YOU SURE YOU'RE OKAY, FELICIA?

NO, BUT IT'S NOTHING PERMANENT. I'LL TELL FLASH I FELL DOWN STAIRS OR SOMETHING. THERE... DOES SEEM TO BE ANOTHER PROBLEM, THOUGH.

WHEN I TRIED WALKING THE ROOF EDGE, I LOST MY BALANCE! AND I CAN'T FORM MY HANDS INTO CLAWS ANY MORE!

THE LIGHT FROM THAT MACHINE --

IT WAS CALIBRATED TO MY D.N.A. STRUCTURE! MUST'VE AFFECTED YOU DIFFERENTLY!

IF I HADN'T DESTROYED IT--!

--I THINK IT TOOK MY POWERS AWAY! FOR REAL!

TELL YOU WHAT: YOU KEEP MY SECRETS... AND I'LL KEEP YOURS.

DEAL!

THEY PART AS EQUALS; PERHAPS, AS FRIENDS.

AND THE NEXT DAY AT THE FOREST HILLS RESIDENCE OF MAY PARKER...

BETTER TURN THE TUNA OVER, HON. IT'S BURNING!

HUH? OH, SORRY. I'M KIND OF DISTRACTED. GUESS I'M FEELING GUILTY.

I MEAN, I'M BACK TO FACING BAD GUYS AGAIN, AND AUNT MAY'S AS MUCH IN THE DARK AS EVER!

I WAS WONDERING, AFTER ALL THESE YEARS... SHOULD I TELL HER I'M SPIDER-MAN?

I... I DON'T KNOW, PETER.

THE GARTHIS

WHIZZ!

MY GOODNESS, THAT SMELLS WONDERFUL!

THANKS, AUNT MAY LISTEN--

--I, UM, HAVE A QUESTION FOR YOU, HYPOTHETICAL. THAT IS!

IF SOMEONE WAS IN DANGER AND I COULD HELP, BUT IT MIGHT MEAN GETTING HURT, OR EVEN KILLED...

...SHOULD I DO IT?

IF YOU DIDN'T, YOUNG MAN, YOU'D NEVER BE WELCOME IN THIS HOUSE AGAIN!

WHAT???



Greetings, guys and ghouls! This is your old friend Digger, serving up another bloodcurdling portion of tasty tidbits and malevolent morsels. October is the month of ghosts, goblins, and grinning gossip columnists, so let's see what haunted Hallo-winners we can dig up this month. What—? You say this is November already—that the October Bullpen page was replaced by a ghastly advertisement—? Well, heh, heh, when I find out who's responsible I'll be sure to invite you all to the funeral! Now then, let's proceed as if we were still filled with the Halloween spirit, eh?

After all, there's some really scary stuff coming up in the next few months. First off, we have that scum-slashing, back-bacon-eating psychopath, Wolverine, starring in his second bookshelf format annual. The book is called "Bloodlust," and it's written and drawn by Alan Davis and Paul Neary. The annual pits Wolverine against an unspeakably evil creature, and, according to editor Bob Harras, "It's so scary, you'll never read comics again!" O! Digger has seen the artwork for the book, and I can guarantee that it'll make your head spin, just like Linda Blair in THE EXORCIST!

Not scary enough for you? Well wait till you hear the title of a new limited series from editor Bobbie Chase. It's called MORT THE DEAD TEEN-AGER! If that doesn't sound scary to you, then you must already be dead! Mort will take a somewhat humorous look at the misadventures of a dead teen-ager.

STAN'S SOAPBOX

Hi, Heroes! You know, I can handle Marvelites everywhere grumbling that they're not getting enough information about the upcoming MARVEL WORLD OF TOMORROW, but when our competitors start complaining too, then I figure it's time to lay a few more facts on you, even though the official publication date is still a while away. (You see, big hearted Marvel wants to give you enough time to save your shekels so not a single reader anywhere misses out on the most eagerly awaited new title since IRVING FORBUSH VS. WOLVERINE!)

First of all, I've got to tell you that the artwork of Jolith Johnny Byrne has never been more spectacular. I know you expect that, but what you probably didn't expect is—everyone is so turned on by the fantastic characters and wild concepts that we decided to make it an 80-page issue instead of the originally planned 64 pages! That means more work for all of us, but hey, no problem—it's a labor of love! Actually, THE MARVEL WORLD OF TOMORROW title is much too cumbersome.

some. It's really just a temporary catch-all moniker until we hit you with the real one, which we're keeping under wraps for obvious reasons of inter-galactic security!

We've been shooting for January as our on sale date! I'll be our way of helping mankind celebrate 1991! But despite some malicious rumors you may have heard, neither Byrne nor I intend to dress up like Baby New Year to promote the book!—Though it might not be a bad idea!

Now, for those tortured souls who may have missed my awesome announcement in a recent issue of MARVEL AGE, I'll generously repeat it: In the seemingly ubiquitous MARVEL WORLD OF TOMORROW, the hero's name is RAVAGE, and the villain is DETHSTRYK! And take it from your playful of publisher, once you see them, you'll never forget them!

And remember, too—wherever you go, whatever you do, do it up proud! The eyes of Marvel are ever upon thee! Excelsior!

Stan

Here's something that's sure to make your nose-hair curl. It's FAFHRD AND THE RAY MOUSER, a four-issue bookshelf format limited series beginning this month. FAFHRD is an adaptation of the classic Fritz Leiber sword-and-sorcery classic, and though it's not really a horror story, well, you know how scary mice can be. They could eat you alive when you sleep!

The project is very much in the "spirit" of Leiber's original work, but with a modern approach, according to editor Neil Vornov. FAFHRD is written by Howard Chaykin, who drew a FAFHRD adaptation himself some time ago. It seems FAFHRD just keeps coming back to haunt Howard.

The artists for FAFHRD are Mike Mignola and Al Williamson, with painted color by Sherilyn van Valkenburgh. Neil described the art for the book as "stunning." It's so good, it will knock your eyeballs out of their sockets!

Another horrifying item you might want to check out is the new hand-held video game from Gameboy starring that creepy-crawly, arachnophobic Spider-Man! There will also be a Spidey video game for home use coming soon. Just picture how scary that is—a video game being played in your own house! It's enough to straighten out your vertebrae just thinking about it!

In other terrifying news, writer/Dead-head Michael Higgins, stopped by the office the other day. If you don't think that sounds scary, you've never met Higgins! Higgins (or, the Hig-beast, to his friends) dropped in on his editor, ex-skinhead/White Castle-hamburger-eater Mike Rockwitz, to discuss plans for POWER PACK—surely Marvel's most terrifying title. (Of course, "terror" is a purely subjective term, and your own mileage may vary.)

Finally, if you want to see something really scary, you might want to check out the first issue of the OFFICIAL HAND-

BOOK OF THE MARVEL UNIVERSE MASTER EDITION. This will be an ultra-definitive telling you everything you could ever want to know about all your favorite (and least favorite) Marvel characters. You don't think that sounds scary? Well, how about this—a frightening amount of research went into this project! Do you know how much time it takes to read through all those back issues? We had to spend hours in the Marvel bound volume room. Have you ever seen that room? It's like a tomb!

And now, the moment you've all been waiting for! Just in time for All Hallow's Eve, we have the results of the hyper-accurate Marvel Zombie Census! This past summer, we scoured the convention trail, like vampires hunting for a succulent meal. We asked you, the Marvel Readers, to sit down and be counted. And you obeyed en masse—like the good little zombies we knew you were!

So here, then, is the final tally of our poll: the 1990 Marvel Zombie Census shows a grand total of 3,158 Zombies! That's pretty good! But that's not enough! We won't rest until Marvel-worshipping zombies the world over declare their zombicity! So if we didn't get you this year, you can be sure we'll be back next year to try again! And next time, you won't be able to hide from us!

This is Digger signing off till next year at this time. Till then, keep shuffling!



YOUR SENSE OF RESPONSIBILITY IS WHAT MAKES YOU SPECIAL. IT'S WHAT MADE ME AND YOUR LATE UNCLE BEN SO PROUD OF YOU!



LOSING YOU WOULD BE DEVASTATING. I DON'T KNOW IF I COULD SURVIVE IT! BUT HAVING YOU SHRINK RESPONSIBILITY WOULD BE LIKE LOSING YOU ANOTHER WAY. MAYBE A MORE PAINFUL WAY.

JUST BE WHAT YOU ARE, PETER. THAT'S ALL I'VE EVER WANTED.



OH, I HOPE YOU TWO DON'T MIND IF I INVITED ANOTHER GUEST.



PETER, MARY JANE, I'D LIKE YOU TO MEET MR. LUMPKIN!

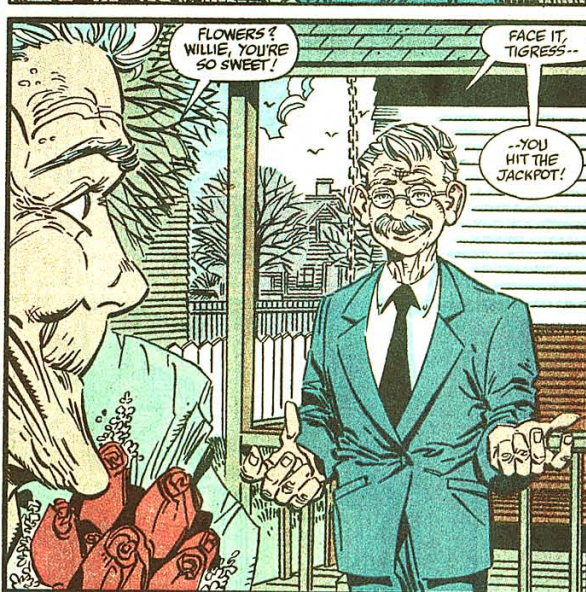
MAY?



FLOWERS? WILLIE, YOU'RE SO SWEET!

FACE IT, TIGRESS--

--YOU HIT THE JACKPOT!

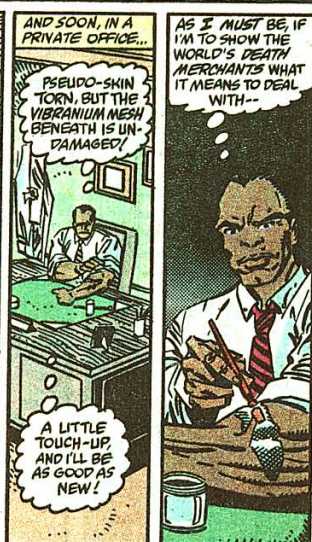
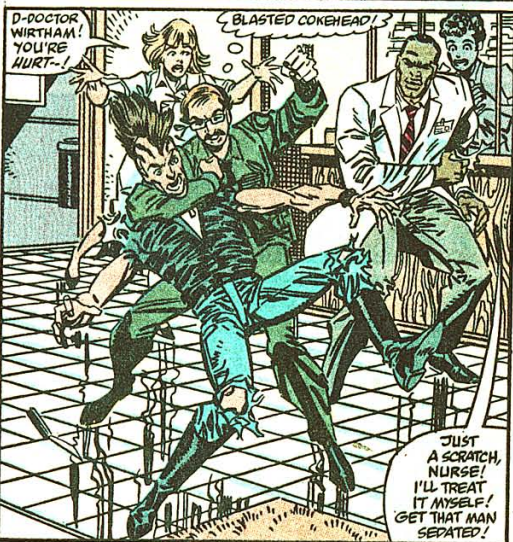


LOOKS LIKE EVERYTHING'S OKAY, Huh?



MM-HM. I GUESS MAY'S NOT THE ONLY ONE TO HIT THE JACKPOT--

--TIGER!



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THE SPIDER'S WEB

% MARVEL COMICS GROUP
387 Park Avenue South
New York, New York 10016

JIM SALICRUP
ARACHNEER
DAN CUDDY
ASSISTANT EDITOR

Attention correspondents: All letters considered for publication must include your name and address, though we will withhold that information upon request.

Dear Jim and Dan,

The Vulture is not a killer for hire. He does not work for other people (the exception being the original Sinister Six, when he supposedly learned his lesson). The Vulture is driven by revenge. He's gone after Gregory Bestman, the Vulturions, Blackie Drago, Morris "The Snake" Diamond, even Spidey himself. All these people got in the Vulture's way or took something that belongs to him.

The Vulture has never worked as a hired killer. The Kingpin would not hire him because a) the Kingpin has more resourceful killers on his payroll, b) the Vulture's success rate as a killer isn't really that high, and c) the Vulture has worked against organized crime both trying to set himself up as a replacement for the Kingpin (SPECTACULAR SPIDEY #44 & 45) and saying that he would never work for a mere mobster (SPECTACULAR SPIDEY #4).

There is another flaw in your most recent characterization of the Vulture, regarding his attack on Aunt May. The fact that he went for May among all the other people in the crowd is highly coincidental (even for comics, where coincidence is second nature). I disagree with the Vulture attacking May because she is "trail, vulnerable" and in other words, old. The thing that makes the Vulture such a special villain is that he himself is an old man. He has a respect for his own generation and their problems.

Finally, I don't believe the Vulture would let Nathan die. Remember AMAZING SPIDER-MAN #224? The Vulture told Nathan, "You gave me back my life. How can I hurt you?"

I hope that you will consider this letter when you're planning your next Vulture story. He is a very special character and should not be treated like just another costumed killer. Let Todd McFarlane do a Vulture story in his new title. I believe that he could do the character justice.

Thank you for your time and Rock and Roll.

Rol Hirst
Rushgrove Farm
Holt Head, Slaitwaite
Huddersfield, W. Yorks
England HD7 5TY

You're right, Rol. The Vulture is not normally a bird of prey. But like you said, he is getting on in years, and maybe a touch a senility is creeping in, as proven by his failure to recognize Nathan.

Dear Erik Larsen,

Take a look at MARVEL TALES #104. The Vulture is portrayed with an abnormally large nose, a poor excuse for a set of teeth, and exceptionally bushy eyebrows. However, in AMAZING SPIDER-MAN #336, we see none of these.

Throughout the mag, the Vulture has a nose which is only slightly large, but in no way abnormal or out of proportion. His teeth are portrayed nicely and straight and his eyebrows are considerably thinner.

Since when did the Vulture get a nose job, dentures and a facial? Why don't you give him a manicure while you're at it? I'm sorry for my rudeness, but you have been doing some really exceptional work on this book, and I was very disappointed at your oversights here. He looked more like a real Vulture the old way.

Theodore Russel Isham
3410 Atlantic Ave.
Penfield, NY 14526

If you looked like the Vulture, what would you do with your ill-gotten gains? A complete makeover might not sound like a bad idea, eh? Actually, Theodore, Erik is basing his version of the Vulture on Steve Ditko's, who designed the character.

Dear Spider's Web,

I am not saying a lot in this letter, but in issue #336, on page 20,

you drew the Vulture with a mustache!

Joe Puntoni
RR 1 Box 94
Macon, IL 62544

Don't ask us, Joe! We're still trying to figure out what those triangles were around the Punisher's lips a few issues back!



Dear Jim:

So, Nathan Lubensky is finally dead! I know it was building up for some time now, but I never thought it would be so anti-climatic. It was done very well, the way death should be. I also enjoyed the appearances by Chance and the Vulture, and the climax building with the Sinister Six, The ESU leyline research, and the events of "Secret Hospital."

The only thing that ruined this issue for me was the art. Erik Larsen's art is just so pseudo-McFarlane, it is embarrassing. A few issues ago his art seemed to be getting his own style, but this issue was a bit of a letdown. I am no artist, but I think Mr. Larsen should work on his faces and body shapes more. They look fake. And try to keep Spider-Man from squinting; he is wearing a mask, you know! (And get rid of the upper corner figure on the cover. Yecch!!!)

Speaking of Erik Larsen, I was recently reading some back issues of the Stern-Buscema Hulks and came across HULK #225. In the letters page there was a letter from a Erik Larsen of Albion, California. Could that be ASM's own Erik Larsen? I'd really like to know.

I hope this letter does not seem too critical, but overall it was a very good issue.

Tim Walls
P.O. Box 65
Hephzibah, GA 30815

Yep, that letter-hack was our own Erik Larsen, Tim. But don't send him any hate-mail or letters of proposal at that address since he longer lives there. Sometimes, when we're putting together MARVEL TALES, it's a gas to discover letters from people who are now major movers in the industry.

Dear Spider-hiders,

Nathan is dead. The Sinister Six is out to destroy or control the world. The Black Cat has unpleasant plans for Flash. Don't you just hate it when that happens?

Mark Phillips
P.O. Box 1927
Johnson City, TN 37605

Ranks right up there with head-lice, Mark.



NEXT ISSUE: Our friendly neighborhood Spider-Man goes head-to-head-to-head with the mysterious Cardiac and the ever lovin' grey-skinned Rhino! And if that's not enough non-mutant excitement for you, don't miss SPECTACULAR SPIDER-MAN #172, the "Savage Show-down" between Spidey and Puma! Can your heart stand more thrills, more mayhem, more outright insanity? If so, why not check out WEB OF SPIDER-MAN #73, wherein, the Human Torch joins our web-slinging wunderkind to battle the ultra-weird menace of the Headmen! And what Marveloid would even think of missing SPIDER-MAN #6, featuring the all-new, all-deadly Hobgoblin, and guest-starring a certain hot-headed motorcycleist!

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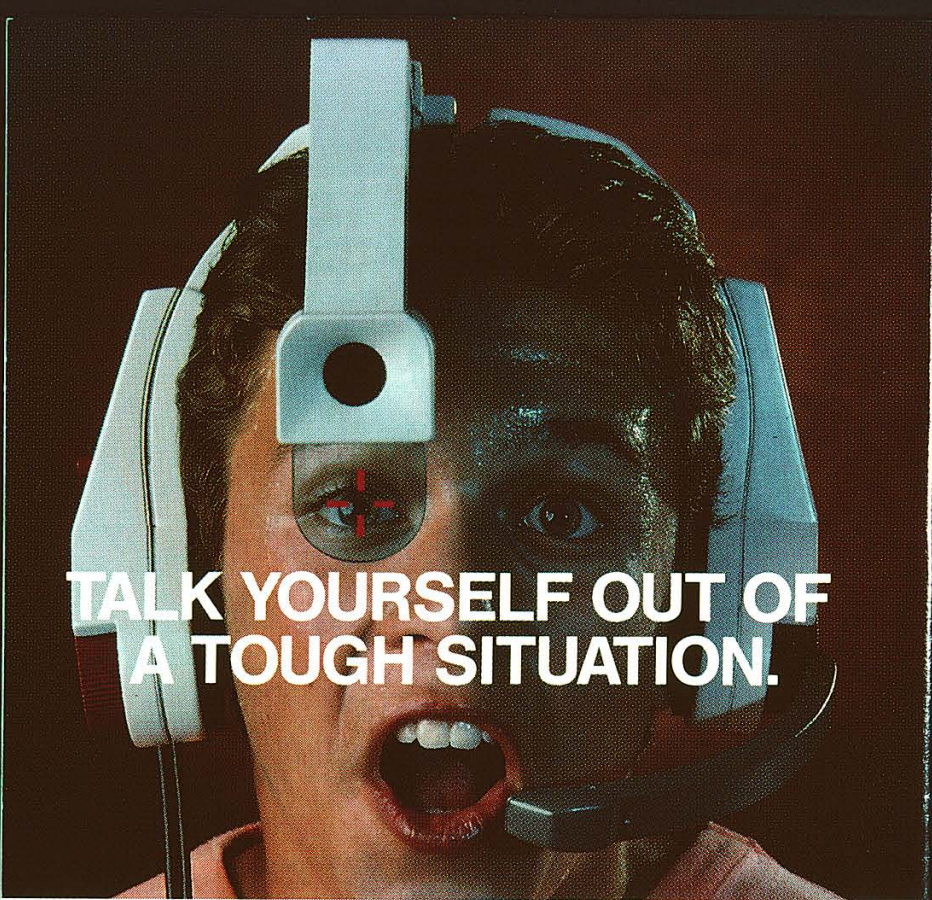
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